CYBERSEX ON INTERNET RELAY CHAT AND ETHICS

by

Ms. Montira Kiatsirisombat

A Final Report of the Three - Credit Course
CE 6998 Project

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Submitted in Partial Fulfillment
of the Requirements for the Degree of
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Project Title	Cybersex on Internet Relay Chat and Ethics
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The Graduate School of Assumption University has approved this final report of the three-credit course, CE 6998 PROJECT, submitted in partial fulfillment of the requirements for the degree of Master of Science in Computer and Engineering Management.

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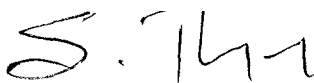Advisor and Member

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ABSTRACT

The project is presents cybersex chat on IRC that is menacing our society today. This issue is facts that we can not disclaim it. Recount of the virtual community in chat room on IRC bases the research study on data and information from communication area network. Normal text based on monitor effects. Reconstruction of new term of communities on the Internet appears in our intense debatable topic of sexual interaction. Online sexploration is magnified from only chatting point to any further contact. Young Thais are joining chat about sex on IRC chat rooms anonymously that is alluring to real violent encounter. The critical discussion of cybersex is inevitably attached to ethical issues.

In this context, the research used survey questionnaire method to collect the information. After finding the results, the conclusions show cybersex chatters 108 from overall 400 samples. 34 in 60 people of appointment chatters have since changed from cybersex into real sex with a partner. Under the discovery, the research proposes to incorporate views of Thai Internet users about this issue. Therefore, 51 percent and majority agreed on restriction cybersex. And it is found that most people (36.3 percent) thought proper systems of sex education courses should be essentially encouraged in the end.
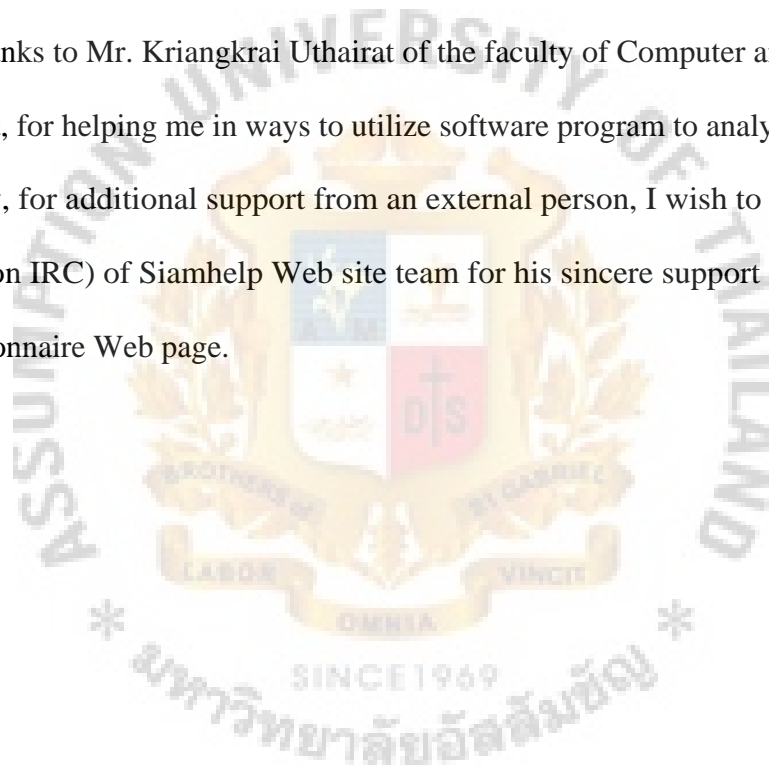
ACKNOWLEDGEMENTS

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I. OVERVIEW

1.1 Introduction

In my project I focus on cybersex discussion on IRC and ethical concerns. The inspiration to study cybersex and ethics issue has arisen from my own everyday life in front of the computer screen. I admitted the Internet technology as part of my life as other people in the modern world. Simultaneous Internet Relay Chat or IRC rapidly came into my playground. In the venture on the Internet and IRC, I found firstly cybersex on IRC and after that it became to argue widely in the Internet as a hot topic at that time until now. Certainly I often faced "Wanna cyber?" "Do you like cybersex?" or something like that question from anonymous persons though I had clearly replied "Nape, tks" and notified "Only clean chat pls" on that program. Feeling more scared, as I am a woman but not any of importance if I am a child who is ready to learn everything and act like the model I saw on the net.

According to cybersex issue, 1 do not want to actually call it a "problem", but worries occurred when undesirable events invaded our community on the Internet and also the real situations such as pretension, obscenity, and rape occured. Whatever reason drives them to interact cybersex chatting on the Internet community, it is very important and it forces wrong chatter over others. Although I cannot say cybersex has pure disadvantages, I can say it is more likely a dark side for anyone when they do not know how to prevent trouble and harm, and never stop doing it. Thus the result is an excessive act without sufficient consideration. I refer to search Thai public Internet user's opinion and most appropriate solution for cybersex on IRC and to simultaneously contemplate moral philosophy especially for our teenagers.

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Consequently, from the result of the research, I conclude that "Cybersex chatter and non-cybersex chatter, both prefer cybersex on IRC which is not the same", "IRC user and non-IRC users in both groups should think about the significant effects and the appropriate solution for cybersex on IRC."

1.2 Background of the Study

In a space of Information Technology, no doubt everybody knows the "Internet". The Internet facilitates any household without charge and entertain families by spending more their time connected to computers and that will enhance our inner community. As we know, cyberspace becomes cyberculture as, in everyday life, we can see activities associated with the Internet. The Internet is dynamic so cyberspace's everyday life processes are the outcome of the structure of time and perception through individual relationships to other people. The Internet established online social interactions, which we call "virtual systems", for instance; chat rooms, IRC chat channels, and MUDs.

Since people can utilize text based computer mediated communication (CMC), cybersex became a hot topic on cyberspace when people all around the world can interact with each other in real time via the Internet especially on IRC or on a Internet Relay Chat program.

IRC has become a very popular chatting program for Internet users and is expanded to people in many countries and cultures. 1RC is a favorite in North America, Europe, and Asia. So it is not unusual that people can meet each other around the world in live conversation. Most people prefer English language in conversation, but there are always channels in other languages such as German, Japanese, Finnish, Russian, Chinese, Malay, Thai, and etc. IRC is a priority choice for Thai Internet users. Common reasons come from many options that IRC offers to IRC users. People can join several topics on IRC, and you will meet friends with the same ideas and interests.

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You can see Thais in both Thai and English languages in almost all IRC Server. Also they come from different ages, locations, and occupations.

When IRC channel is open, people would like to join for free talking in such a way they wished. Someone spend too much time on IRC, 24 hours a day, all day long. It seems like people have a strong respect to IRC or they are addicted to IRC, nobody knows. Ethics or morals issue is concerned with IRC upon discourse that crosses norms and leads to some problems that occurred in both IRC community and in real social. One serious issue on IRC is cybersex, it is likely to be the hottest topic and many people come to chat on IRC in specific cybersex. As no one suspects, cybersex comes up with the controversial issues on the Internet. It seems this issue extremely to debate on different opinions. The arguing link to ethical interest cause the effects of it extend to outsiders. Many people broadly comment both in Internet community and outside that there as academic and journal fields. Furthermore, there is, right now, a contingency crash in Thai society. Cybersex discussions of users on IRC may be just fashionable, however, this is an interesting point of this study. Try to imagine when inappropriate groups chat cybersex more and more. What will occur in the Internet community and even real society?

13 Objectives of the Study

The objectives of this project can be categorized into four as follows:

(1)   To get Thai public Internet user's notion of cybersex issues.

(2)   To seek and embody the probability of an appropriate solution for a cybersex issue.

(3)   To promote cybersex awareness and participation for correct guidelines.

(4)   To establish a new way of cybersex thinking of ethics based on cyberethics.

1.4 Importance of the Study

The importance of the study is that every section concerning cybersex issue will be taken into account on the effect of cybersex that may is lead our people, especially the youth, for the present and the future. Beyond the awareness of overall part, participation is also essential after this project is released to the public. I wish my study under "Cybersex on Internet Relay Chat and Ethics" topic would be an alarming sign for anyone who interacts on the Internet particularly on IRC and also other people who respecting such with their parents and family. Finally, the reader can understand a moral model of cybersex by the end of the paper.

1.5 Statement of the Hypotheses

Based on the research on the truth of cybersex on the IRC issue, it was hypothesized as follows:

(1) Cybersex chatters prefer cybersex on IRC different from non-cybersex chatters.

(2) IRC users think of the aspect of cybersex on IRC different from non-IRC users.

(3) IRC users think about appropriate solution of cybersex on IRC different from non-IRC users.

1.6 Research Methodology

The method of research for data collecting utilizes online attitude survey based on questionnaires by providing a combined close-ended opened-ended types of question to a sample group via Internet such as IRC program, web site, e-mail, and others that can fall into my sample group.

The research used Chi-square to test the hypotheses because this type of data in this research is nominal. Chi-square test is compared to two-way classification, and determined each cybersex issue independent of the groups as IRC users and non-IRC users, and cybersex chatters and non-cybersex chatters.

I utilized SPSS program to analyze the data. By this program, it facilitated me to interpolate the data in a direction of frequency and Chi-square test by calculating with cross-tab tool.

1.7 Scope of the Study

The area of the project's study covered only Thai Internet users. The group is considered under gender, age, education, and occupation. Sample group will be a random four hundred people from the current population of Thai Internet users. I specify only Thai people because I want to study our cyberspace.

1.8 Limitation of the Study

Outside of the study are non-Internet users I excluded. Non-Internet users would not communicate on IRC. Besides foreign Internet users are apart from this research. I do not require studying them because abroad cybersex researches now are available in many sources.

1.9 Project Plans

Project plan shown by Gantt Chart included time schedule and task (Figure 1.1).

Project Plan.

Task Name						

Project: Cybersex on IRC and Ethics
Date: November, 2000

Task
Milestone

IL LITERATURE REVIEW

2.1 History Studies

In the present context of the Internet, people use text based computer mediated communication or CMC to chat with each other in real time on socially oriented online services. Text based environment or cyberculture flourishes where users meet within the wires and upon the interfaces. These online social interactions, or "virtual systems" are as broad as they are varied and take place within basic e-mail, newsgroups, reflectors, and listservs, bulletin board systems (BBSs), Usenet, MOOs, MUDs, Internet Relay Chat (IRC), electronic chat rooms, and World Wide Web (WWW) (Silver 1996).

There are several kinds of Internet chat. The most common types of chat are IRC, Webpage (Java) Chat, and ICQ Chat. This project focuses on IRC. IRC is a real time discussion system based on a communication program developed by Jarkko Oikarinen in the late 1980s. The correct pronunciation of IRC is "eye are see" (Martin 1999). IRC enabled multi-user talk on network, not just for person-to-person communication. IRC is not an 'official' program. There are few official programs on the Internet. Most are simply programs that groups of people have decided to install on machines (Reid 1991).

IRC requirements have two basic things to connect to. These are IRC client and server model, or Network (Figure 2.1).

Typical IRC Network
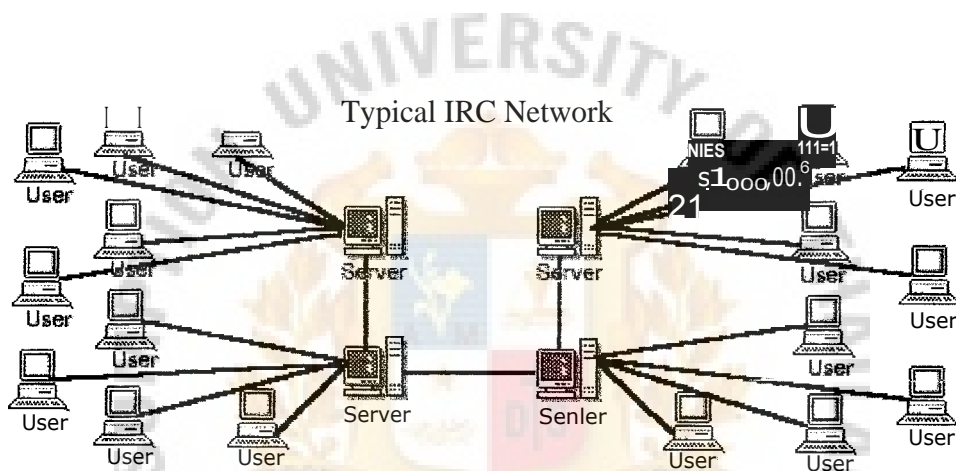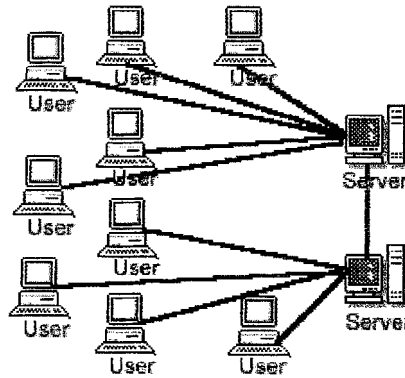
Figure 2.1. IRC Networks.

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In order to use IRC, a user has to connect to an IRC Server in an 1RC Network. An IRC Network is a collection of servers linked together; a user is connected to one of the servers on that network. Since all the servers are connected to each other, the user is connected to all the other users even though they may not be connected to the same server. All servers on a network share and have access to the same information. Each server knows who is on the network, which chat rooms (called "channels" on IRC) the user is in, and which servers the user is using as well. The server user select depends on the IRC Network user's choice and their geographical location. It is always best to connect to a server that is geographically close to them, but it is not absolutely necessary. User's IRC program will dictate how they actually perform in the connection process. Now that the user is connected, users need to join a channel (chat room). The quickest way is to type **/join #[name of a channel].** For example, if a user wanted to join **Siam,** the user would type **/join #siam.** The channel names are case insensitive, so users do not have to worry about capitalization, but users do need to include the pound sign (#) which precedes all channel names. Also, all IRC commands are preceded by the forward slash (0. That user is on the channel, and user can start chat right away (Table 2.1).

Table 2.1. Basic IRC Commands.

GENERAL COMMANDS		
Command	Description	Example
/join [#]	use to join a channel	/join #Siam
/part *[#j*	use to leave a channel	/part #Siam
/leave *[#]*	same as part use to quit IRC	/leave #Siam
/quit (message)	A message may be added to the command, but it is optional.	/quit see you later!
/whois [nick]	used to get info on a nick	/whois mafoi
/whowas [nick]	used to get info on a nick that has just left IRC or a person who has just changed their nick	/whowas mafoi
/who [#]	shows nicks, addresses, and optional user info if available for users on a channel	/who #Siam
/names [#	shows nicks of users on a channel	/names #Siam
/msg [nick] [message]	sends a private message (whisper) to a user	/msg mafoi hello there
/query [nick]	opens a new window for private dialog with a nick	/query mafoi
/nick [newnick]	if wanted to change my current nick, mafoinei, to mafoi, would use this command	/nick mafoi
/me [action describe]	if mafoi typed this example, it would be deisplayed as *mafoi waves to TheSF49ers	/me waves to TheSF49ers
/away [away message]	use to tell others you are not currently at your computer. A message can be included. To set yourself back, type /away again.	/away not here
/list	requests a list of currently formed channels from the server. The listing you request is not updated until you issue the request again.	/list
/invite [nick] [#)	use to invite a nick who is elsewhere on IRC to join you on a channel	/invite mafoi #Siam
/ignore [nick/address]	use to prevent someone from talking to you. The persons nick or address may be used.	/ignore mafoi
/kick [#] [nick]	used to kick a user from the channel. You must be a channel op to use this command.	/kick #Siam mafoi

Table 2.1. Basic IRC Commands. (Continued)

GENERAL COMMANDS		
Command	Description	Example
/mode [nick] +i	this is the invisible mode. You are not literally invisible on 1RC. Users on the same channel as you still see you there. You are invisible to a user who does a /who or /names. A /whois nick, however, will show your user information and the channel you're on.	/mode mafoi +i
OPERATOR AND CHANNEL MODE COMMANDS		
Mode Command	Description	Example
/mode [#] +o [nick]	grant ops to a nick	/mode #Siam +0 mafoi
/mode [#] +b [address	ban a nick by their address from the channel. The proper address format is *! as *usernameg*.host.domain	/mode #Siam +b *1*mafoi@*.irc.com
/mode f#1 +m	set the channel mode to moderate. This means that only ops can type to the channel. All others are silenced on the channel.	/mode #Siam +m
/mode [#1 +v [nick]	used in conjunction with +m mode. After setting to moderate, a user cant be given permission to speak by setting the mode to -f-v.	/mode #hi +v mafoi
/mode [#] +s	makes the channel secret. It will not be shown in a channel listing. It can still be joined if the channel name is known.	/mode #Siam +s
(mode *fill* +p	makes the channel private. The channel cannot be joined unless an invite is issued, The users on the channel can be listed with a /who /names command.	/mode #Siam +p
/mode [#] +i	makes the channel invite only. You must be invited by another nick on the channel to join.	/mode #Siam +i
/mode [#] +t	restricts channel topic changes to joperators only.	/mode #Siam +t
/mode [#] +n	Tprevenis messages from outside the channel from being sent to the channel. This does not affect personal message to individual users	/mode #Siam +n
/mode [#] +1 [number]	limits the number of usrs that may occupy the channel. In this example, the limit is 7 usrers.	/mode #Siam +1 7

Table 2.1. Basic IRC Commands. (Continued)

OPERATOR AND CHANNEL MODE COMMANDS		
Mode Command	Description	Example
/mode NJ +k [keyword]	sets a password for the channel. Cannot join without typing /join #channelname [keyword]	/mode #Siam +k smileland
CTCP COMMANDS (using mafoi in the sample replies)		
Command	Description	You might see something like this
/ctcp [nick] ping	ping is used to determine the amount of time it takes for your signal (messages) to get to another nick and back in seconds. It measures the amount of lag time for the messages. Excessive lag can make communication difficult.	[mafoi PING Response]: 3 seconds
/ctcp [nick] version	version is used to query a nicks' client for the type or name of the IRC program they are running.	Emafoi VERSION Response]: PIRCH98: WIN 95198/WIN NT:1.01build 1.0.1.1190)
/ctcp 'nick] finger	finger gives additional information about a nick. Sometimes its not much different from the /whois [nick] information.	[mafoi FINGER Response]: mont
/ctcp [nick] userinfo	the userinfo ctcp function usually gives about the same information as the finger reply.	[mafoi USERINFO Response]: mont
/ctcp [nick] clientinf	clientinfo ctcp function will tell you what functions are active on the nicks' client. Can be useful if you want to know if things like DCC, ping, or finger are active on their system.	[mafoi CLIENTINFO Response]: PIRCH98 is available through sales@pirchat.com
/ctep [nick] time	this checks the local date and time on a nicks' computer. It might be useful if you wanted to know what time it was in Australia, if you were talking to an Aussie.	[mafoi TIME Response]: 27/7/00 21.33.45
DCC COMMAND		
Command	Description	
/dcc chat [nick]	this initiates a dcc chat session with the specified nick. Since the connection does not go through the IRC network, it is the most secure type of direct communication with another user. Depending on oyur client, you will probably get some kind of message asking you to accpet the DCC chat request.	

Table 2.1. Basic IRC Commands. (Continued)

DCC COMMAND	
Command	**Description**
/dee send [nick] [filename]	this command initiates a file send to the designated nick. The file name and the full path of the file on your system must be specified.
/dcc get [nick] [filename]	this command acknowledges and accepts a DCC file transfer initiates by another user to you. Once you have typed the "GET" response, the fle transfer to you will begin.
/dcc close [nick]	use this command to refuse a DCC file offer or chat request sent to you, or stop a DCC transfer that is in progress, or to close a DCC chat session.
/dcc list	use this function to get a listing of currently active DCC connections that you have going.

Note: (1) the use of "#" indicates that the channel name should be substituted.
        i.e. #Siam in these examples.
    (2) "mafoi" and "TheSF49ers" are assumed nicknames of person on IRC in the examples.

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In addition, there are mostly common sense and courtesy to basics of chat. These basics of chat consist of personal safety; talking real; time zones; do not give out password or credit card information; chat room is "live" interaction; and etc. If you go first time to a chat room, there are things to expect when you go such as choose a nickname, choose a chat room, room sizes, room list of the chatter's nicknames, how to greet, do not panic, watch the chat, leave the chat, and etc. More experienced chatters, don't do things like scrolling, all capital letters, rudeness, whining, and etc. Also chatters can learn how to use common abbreviations and acronyms in chat (Table 2.2). IRC is a multi-user synchronous communications system. It allows people to choose which person or group of people they wish to see the activity of, and to whom they wish their own activity to be transmitted. IRC — the whole Internet — forms a 'virtual reality'. Within IRC community, users of IRC invent new concepts of culture and interaction, and challenge the conventions of both.

Table 2.2. Common 1RC Acronyms and Jargon.

Acronyms and Jargon	Meaning
\<s\>	smile
\<bs\>	big smile
\<vbs\>	very big smile
\<g\>	grin
\<bg\>	big grin
\<vbg\>	very big grin
\<eg\>	evil grin
\<wg\>	wicked grin
brb	be right back
bbl	be back later
bbiaf	be back in a flash
afk	away from the keyboard
cy	see ya
irl	in "real" life
·/k	just kidding
k	ok, yes
A5	A cyber high five
lol	laughing out loud
np	no problem
re	re hi
rotl	rolling on the floor laughing
roflmao	rolling on the floor, laughing my a.. off
wb, w/13	welcome back
ty, t/y	thank you
yw,	you' re welcome
btw	by the way
btdt	be there, done that
imho	in my humble opinion
ggp	gotta go use the facilities
fas	for a second
ttfn	ta ta for now
im or pm	instant or private message aka whisper
a/s/I	age/sex/location question
:-) or :) or :1 or :\>	smile
	big smile
:-(or :(or **:I** or :\<	frown
;-) or ;)	wink
:-P or **:p**	sticking out tongue
8-)	smile with glasses
:-D or **:D**	laughing
:-O or :0	"oh!"
	crying
	drooling
{ffiname}}11	hug

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IRC establishes two main types of conversations, which are public and private channels. There can be many thousands of channels on the largest networks, public channels, each with anywhere from one to hundreds of people. Private channel or DCC stands for Direct Chat Connection and is most secure. Most chatters use DCC to chat in anything they want consistently private and secure for each other. DCC is the alternative way to cyber-flirting and cybersex. Online flirting enables people to come together in a safe and friendly environment. It makes it possible to really get to know the other person, without being judged before hand. It does not matter what you look like in physicalspace, whether you are old or young, fat or skinny, plain or beautiful. In cyberspace it is the personality and the way you express yourself that matters. This is an especially safe environment for females, because there is no possibility of coercion, assault, stalking, and etc. Cybersex involves at the very least sexual arousal and explicately telling the other person how you are feeling. Cybersex always occurs in private 2-person channels, such as the DCC connection in IRC. Occasionally people may type this out in a public sex channel but this is more just for show (Cyberrdewd).

The above history studies citation are a part of IRC story. After understanding IRC in general, let's consider the next topic only cybersex in detail.

2.2 Related Studies

Two precedent studies have found most related cybersex in spite of different fields of the research.

The first is **the Application of Ethnographic Methodology in the Study of Cybersex** by Robin Hamman, Department of Communication Studies, University of Liverpool. In his research, he has identified two forms of cybersex chat.

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"The first form is computer mediated interactive masturbation in real time. In this form of cybersex, users type instructions and descriptions of what they are 'doing' to each other and to themselves while masturbating. The second form of cybersex chat is the computer mediated telling of interactive sexual stones (in real time) with the intent of arousal. These sexual stories are sometimes based on reality, sometimes on pure fantasy, etiher way they are almost always very detailed and highly erotic." (Hamman 1996). Researcher decided to use an ethnographic field research approach in cyberspace study, which an ethnography is the act of both observing directly the behavior of a social group and producing a written description thereof. Researcher has focused more specifically on ethnographic research of the online sexual practices of the inhabitants of AOL chat rooms. Also researcher has discussed several of the problems encountered in research. These include the unavailability of data on the parameters of the population, the necessary dependence upon online interviews and questionnaires rather than face to face interview, and the frequent misinterpretations caused by the absence of physical cues and gestures in text based virtual environments.

The conclusions of this research are (1) Some users also exchange electronic photographs of themselves with their cybersex partners and online friends. (2) The anonymity of online interviews would allow respondents to be more candid than they are in face to face interviews, although this remains to be tested. (3) Participant observation of cybersex is not ethical. (4) Some errors occurred in interpretations due to the narrow bandwidth of cyberspace. And (5) Race, gender, and age were misread or wrongly assumed on a number of occasions during this and subsequent research.

The second is **Cybersex Survey Research** by Alvin Cooper, Ph.D., of the San Jose Marital Services and Sexuality Centre in San Jose, California. The research surveyed online sexual behavior and posed to save marriages and mend fractured relationships This poll studied to measure addiction to sex sites and chat rooms — invited MSNBC users who had at least one cybersex encounter to answer 59 questions about what kind of sex sites they visited, how long they spent in such pursuits and what they got out of it. Over 13,500 people completed the survey, which was posted on the site over a seven-week period during March and April 1998. After discarding surveys that were incomplete or filled out by people under 18, a final sample of 9,177 respondents was evaluated (Laino 1998). The survey serves a valuable public health service, offering insight into a potentially destructive sexual disorder.

The results have been published in both Professional Psychology: Research and Practice, a journal of the American Psychological Association, and the journal Sexual Addiction and Compulsivity (Appendix B). Among the findings: (1) 7 in 10 participants said they kept their online sexual pursuits secret from others, although 87 reported they did not feel guilty or ashamed about the time they spent online (2) 1 in 5 men and 1 in 8 women admitted using work computers as their primary lifeline to sexual explicit material online. (3) 86 percent men engage in online sexual pursuits as 14 percent women. (4) Women aged 18-34 is skipping erotic sites in favor of interactive chat rooms. (5) Women favor sexual chat rooms (49 percent vs. 23 percent), while men prefer visual erotica online (50 percent vs. 23 percent). (6) Most respondents, 61 percent, reported occasionally fibbing about their age when visiting sex sites, and over one-third "lied" about their race. (7) Gender bending was less pervasive, with only 1 in 20 said they "switched sex" when visiting adult sites.

Moreover, the majority (92 percent) who go online for sexual pursuits did so for 10 or fewer hours a week and had very few complaints about the impact on their lives. However, those who spent 11 or more hours per week online were more likely to indicate distress or other problems in their lives; they also had higher scores on an indicator of sexual compulsivity. These finding suggest that the vast majority of those going online for sexual pursuits can do so in a casual and non-problematic way. But as time online increases, so do problems (Cooper 1998).

The above two related researches of cybersex issue are proposed to online sexual in their ways. Second study differs from the first and is rather focused on pornography site or cybersex site than cybersex chat. However, both are the same under survey online sexual behavior of Netizens. The worth is directed to study afterward, specifically in online sexual survey methods. Nevertheless, the results of findings evidently appear in real way of cybersex lifeline, although there are different fields of study, one is available in ethnography and another one in psychology. Research results are distinct as the alert signal for those who have over consumed in cybersex. Not only that point but there are likely to be press for educating people about the effects of it.

23 Factors Influencing the Study

This study got the idea from real events in Thai society today, the future of "virtual reality", and also as no Thai research has been done on the subject.

Once I saw news posted about violent effects from Internet chat, this dares to start the paper. The event show that Internet chats sometimes can be dangerous if people are careless. Internet has two sides simultaneously, white and black, which we can choose to utilize. Notice that the dark side of the Internet is becoming the way I decided to attend (Appendix F).

The study is based on information and real situations of Internet chat. Unexpected events happened in reality such as deceit, persecution, and victims of rape have been effected from chats in cyberspace and forced to run this study. Many questions have come up with caused the case, where I should start, do I get the true facts among falsehoods and how can I judge the finding. Yet the study of cybersex is strongly used to get what is called sexploration.

After the research had begun, vast data and information availability served to delve in deep details. The fact that we can not refuse "VR" or virtual reality can become reality in human life in the manner of feeling. Insistence from product release which is the machine response for sexual passion. This is the productivity of both cybersex chat rooms and cybersex sites. Nothing is impossible in the computer technology age. More advances of technology make, more hazards in all we face. These are the others factors influencing this paper, the future of virtual reality is important to attend in order to peruse cybersex study. The destination of dissertation would like to be the issue of ethics and norms on whatever concerns VR.

I studied the data of this topic from many sources both abroad and from Thailand where I could find, especially on the Internet. The study of cybersex is not new for people abroad, this topic having spread in many countries, several years ago. There are varied researches available in specific cybersex. Cybersex research already has been done in USA and Australia. Those experimented within researcher areas such as AOL chat room and AustNet server. However, in Thailand, it has just news and information related to cybersex topic but no Thai research is available. This pushes me to make it happen in the way of mine because I realized there are much more unlikely factors between one and other communities. For the first time a study would be applied to the future research, at least for comparison when it is still alive at a different time.

III. RESEARCH METHODOLOGY

3.1 Methodology

In my research I used online attitude survey questionnaire methodology to fetch up the entire information.

This survey questionnaire aimed at Thai Internet users group only. The purpose is to collect facts and information regarding the issue of cybersex on IRC and its effects. The findings of the survey would be valuable for the research to get on the right track about "Cybersex on Internet Relay Chat and Ethics."

The survey is based upon the set of close-ended combined with opened-ended questionnaire format. The questionnaire started with the direction of questionnaire and is separated into four sections. Splitting is suitable and easy for samples to answer and for researcher to manage the data. The four sections are Personal Data, Questions for IRC Users, Questions for Non-IRC Users, and Conclusions. The questionnaire comprised of 32 questions; each question supplies a number of choices differently. The questionnaire provided opening circle to sample to tick in front of the answer they have chosen and opening space to type in other answers or additional comments. It also is provided to submit query button to send the data or reset button to clear questionnaire form (Appendix C).

At first, I thought of several methods to catch the sample group when not based on the online questionnaire yet. I decided to use questionnaires once pretest has shown many errors of questionnaire and misunderstandings during test. I tried to test trial version questionnaire with ten IRC users by random.

During running online interviews with them, I found many missing points such as misinterpretation in questions, inadequate multiple choices, lag and time out or disconnect from the network problem, and immediately leaving.

The questionnaire was developed in a complete version and the method was applied in several ways for the research, called posttest, after pretest. There included online interviewing, advertising message and URL in chat programs, e-mail, and publishing the questionnaire web link onto two public web sites.

Online Interviews

I focussed on the sample in IRC chat room by specific Webmaster server and Au server. I chose two servers because this is the area in which the majority of Thai IRC communities are located. I entered Thai channel rooms to random chatters in each chat room to do the questionnaire by sending private text messages or DCC chat. My nickname on IRC network is "Cyber-Q" and I switched gender on occasion. I suggested directions to do the questionnaire, asked questions, and provided multiple choices to sample by using aliases commands that have been prepared before the research began. Some examples of my alias commands: 1+ means "Hi. Are you busy right now? If you don't mind, answer my research questionnaire please", /* means "Please choose only one choice in each answer provided", /1 and also /2-32 means full display in each question, and /- means "Thank you for your cooperation!" It is necessary to create aliases commands in alias option because of the difficulty in typing each question sentence by sentence. And it makes participants wait for a long time so that they would not refuse to answer the question

Message and URL Advertisement

In order to get effective results in a limited time; I have two alternative strategies to invite the Internet users in chat programs. One is advertising messages in chat rooms of IRC. I must join chat rooms everyday if possible and post the questionnaire web page name. The questionnaire web page is http://pph.hypermart.net/irc.htm, The advertising message is close online interviews, except messages that invited people to do the questionnaire is shorter. Another one is sending URL to multiple recipients in ICQ chat programs the advertising URL sending process act by finding Thai Internet users who have ICQ UIN or number with The ICQ Whitepages System. My location focus are both online and offline ICQ users. This is not mean I have changed sample group from IRC to ICQ but I expected that all ICQ users also are in the Internet users population.

In a manner of techniques of online interviewing, and message and URL advertising, sometimes I induced them to talk in general and my research topic observed their additional thinking. Sometimes participants also requested chitchat while interviewing. However, I can not immediately leave the network even when they completed the questionnaire or I finished posting message causes most IRC users who like to chat with partners in any way naturally. As a researcher, this is a good idea to continue chat with samples. It resembles the route of observation and investigates some participants who required cybersex chat. Absolutely I do not accept cybersex but I tried to clearly explain myself to those who have to work in the line of researcher. Instead of cybersex chat with participants, I persuaded them to express themselves about cause and effect, opinion, and some other topic that related to cybersex in detail.

E-mail

During running the research I used not only those two techniques but also the basic method to reach samples by sending them e-mail. E-mail contains message to invite them to click at URL of the questionnaire web page I provided. At the beginning of e-mail, it has a recommendation that URL is the research of cybersex issue to all e-mail recipients.

Public Web Sites

The final technique I used is that publishing the questionnaire Web link onto two public Web sites. The first help Web site is http://www.siamhelp.net. Siamhelp Web site is purposely done to help IRC users in any problem that occurred involving operation especially antivirus. Meanwhile the message sent on IRC network is being continued as usual, one Webmaster preferred to help the research by publishing on his web. The Webmaster foresaw the topic of the research in related to Siamhelp Web site and that this is for study, not for commercial use. Within a half day the Webmaster created the questionnaire Web link from Siamhelp Web site to the questionnaire Web page. The second Web site is http://www.pantip.com. Pantip Web site is the most favorite site and a center for Thai computer community. I managed the questionnaire Web page to introduce onto Link X-Change group of Techxchange Web board. A short time after the Webmaster of the site checked the correct information, the site was publishing the link in the corner of "Today new Web site."

3.2 Research Sample

The research sample started with the limit of random sample size. My paper cites sample size from Taro Yamane method. Taro Yamane method provides the formula to random sample for the social science research.

My research sample is calculated from 1.5 million of Thai Internet user population. The size of sample at confidence interval .05 or 50%, error (e) is ±1-5%, and coefficient is 0.5.

Formula:

$$n = \frac{N\,(CV)^2\,Z^2}{(CV)^2\,Z^2 + Ne^2}$$

Note: If N has a great value.

When:

- Sample size of the population

  Size of the population

$CV =$ Confidence Interval

  Confidence Interval / 2 (or estimate value)

  Error (%)

Solution:

N = 1,500,000, CV = 50% = 0.5, Z = 0.25 give value = 2, e = 5% = .05

$$= \frac{N\,(CV)^2\,Z^2}{(CV)^2\,Z^2 + Ne^2}$$

$$\frac{1,500,000\,(0.5)^2\,2^2}{(0.5)^2\,(2)^2 + 1,500,000\,(.05)^2}$$

$$= \frac{15,000}{3,751}$$

- 399.89

Then $\mathbf{n = 400}$

Since the population of the research (N) has a grand size that totals 1 5 million people from now on available data. Thus I can use Taro Yamane instant table to proof the correction of the research sample. The table has shown the case of a great number of the population as the infinity symbol in the size of the population.

Therefore, the size of sample at confidence interval (CV) .05 or 50%, error (e) is +/-5%, and coefficient is equal 0.5, the table result showing the same as manual calculating is 400. In the case of the population size (N) more than 100,000, which is the infinity symbol (Table 3.1).

Table 3.1. Sample Size for Population in Confidence Interval .05.

Sample Size	Population (n) for the setting of error (e) Calculate in percentage					
	+/-1%	+/-2%	+/-3%	+/-4%	+/-5%	+1-10%
500		-		-	222	83
1,000	-	-	-	385	286	91
1,500	-	-	638	441	316	94
2,000	-	-	714	476	333	95
2,500	-	1,250	769	500	345	96
3,000	-	1,364	811	517	353	97
3,500	-	1,458	843	530	359	97
4,000	-	1,538	870	541	364	98
4,500	-	1,607	891	549	367	98
5,000	..	1,667	909	556	370	98
6,000	-	1,765	938	566	375	98
7,000		1,842	959	574	378	99
8,000	-	1,905	976	580	381	99
9,000	-	1,957	989	584	383	99
10,000	5,000	2,000	1,000	588	385	99
15,000	6,000	2,143	1,034	600	390	99
20,000	6,667	2,222	1,053	606	392	100
25,000	7,143	2,273	1,064	610	394	100
50,000	8,333	2,381	1,087	617	397	100
100,000	9,091	2,439	1,099	621	398	100
Infinity	10,000	2,500	1,111	625	400	100

In the real situation, the research sample has extended to 477 that is a greater number than 400 at the primary expectant. I found many errors of answers result at the moment of recording the data. There are errors of incomplete answers in all questions, for example, someone thickened only half of all, and someone has done nothing but clicks sending the result. However, the research sample size still remains 400 after eradicating missing portions of the whole answers.

3.3 Instrument Development

There are several kinds of instruments. Six instruments substantially tools were administered in the project study, explaining in items of software and programs that is used to develop the research that included FrontPage 2000, Perl language, and PIRCH, ICQ, e-mail and SPSS programs.

All important software are considered to match working with particular methodology by starting with preparing the questionnaire, operating the research, obtaining the data, and summing up the data. Each instrument development is described in some detail and its benefits are as below:

Microsoft FrontPage 2000

The research questionnaire was developed with Microsoft FrontPage 2000 program. FrontPage 2000 gives users easy to create, manage, and update Web site. It also makes adding forms and databases into site easily. This program allows creation of the questionnaire site same as Microsoft Office.

Perl Language Program

   Perl is an interpreted high-level programming language, which is used most often
for Web program CGI scripts. The questionnaire by FrontPage 2000 works together
with Perl program. When the participants completely answer then click submit query
button, Perl program would be functioned by sending the data directly through the
research's e-mail address that is already provided on the Web page. E-mail data format,
which is sent from Pen program is denoting as plain text (Figure 3.1).

Hard to keep track of tho5e little ye cok

Hotmail *ircq2000@hotmaiLcom*

hthox   Compose Addresses   'Biers Options

Inbox

From: irc webpage <g4139323©au.ac.th> __Save Address__ - __Block__
To: ircq2000 <ircq2000@hotmail.com> __Save Address__
Subject: You got mail
Date: 3 Aug 2000 07:48:22 -0000
   eri   Reply All   rward   Delete   NeXt

Section1_1 = B
Sectionl_2 = B
Sectionl_3 = C
Sectionl 4 = E
Section2_1 = A
Section22 = B
Section2_3 = C
Section2_4 = A
Section2_5 = D
Section2_5 =
Section26 = A
Section2_7 = A
Section2_8 = B
Section2_9 = B
Section2_10 = A
Section2_11 = C
Section2_12 = B
Section2_13 = A
Section2_14 = A
Section2_15 = A
Section2_16 = A
Section2_17 = A
Section4_1 = A
Section4_2 = B
Section4_3 = B
Section4_4 = D
Section4_5 = B
Section45 =
Section4_6 = A
Section4_7 = B
Section7_7 =

   :: Thursday, August 3, 2000 at 00:48:22

Figure 3.1. E-mail Data Format.

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PIRCH98 Program

This is the major program I used to proceed in the research, PIRCH98. PIRCH98 is an IRC client for the Microsoft Windows 95/98 Platforms and Windows NT. This version is the latest version of PIRCH, which is very popular in Thai IRC community, while others except Thai may favor mIRC program. I decided to work on PIRCH98 because of its features and ease to use interface if allows multiple server connections, definable aliases and event handling, supports DCC (Direct client to client) commands for file transfers and private chats, no limit on number of channels, Internet links, and other interesting features.

ICQ99b Program

The second program for transaction of the research is ICQ version 99b. ICQ is a user-friendly Internet tool. The special features like Random chatting partners and ICQ whitepages enable me to contact people at anytime I log on. Working among the functions available are chat, message, e-mail, URL, and file transfer also efficiency as same as PIRCH98.

E-mail Address

E-mail is a very important part of this research track. In order to collect essential data, the research should have storage to keep the data transferred from Perl program once again. One important way is to sign up the free e-mail service. Hotmail service is the first choice according to its original free e-mail service which is well known. I agree **to register in the name of e-mail matching the research topic, which is** ircq2000@hotmail.com. By all means sample can memorize this e-mail address.

SPSS 10.0 Software Program

Statistical Package for the Social Science or SPSS software program can be used for both parameter and non-parameter data. I utilized SPSS version 10.0 because it is a useful tool to statistical analysis with clear graph and table presenting the conclusion of the large number of responding results. It is quicker, easier, and more accurate than manual calculation. Main options are used to analyze the data with descriptive statistics that comprised frequencies and crosstabs. For testing the hypotheses, these are analyzed by non-parametric test with chi-square.

IV. ANALYSIS OF FINDINGS

4.1 Results of the Analysis

2 weeks period of time questionnaire is distributed. The questionnaire got feedback from 477 samples. The final applicable results were 400 samples after screening unavailable data.

The estimated response from overall techniques usage included online interviews, messages and URL advertisements, e-mail, and public Web sites are 8:75:10:7 percentages respectively. The time consumed was the factor to limit online interviewing method in rather small references. And the rest (smallest reference) resulted from the least number of days published onto the web sites, which was nearly the end of the round of the questionnaire releasing.

The results can be concluded, as personal data of sample size 400 people questioned, the participants classified by gender were 216 male, and 184 female. More Thai teens aged below 15-19 (31.3 percent) and aged 20-24 (38.3 percent) joined the questionnaire. 21.5 percent for aged 20-29 and 9 percent for 30-44. 66 percent of bachelor degree and up educating of people who answered. Most employed in private company was 18.8 percent, while students and unemployed were 61,3 percent.

From IRC users, 353 people (88.3 percent) are 52.4 percent of users who chatted on IRC all the time. Many users had chatted on IRC less than 1 year — 33.7 percent. Primary objective of chatting was simply to enjoy communicating that was 45.6 percent, and secondary finding new friends was 39.4 percent. The topics of chat were ranked from top were: general — 66.3 percent, teens — 9.6 percent but only cybersex — 3.7 percent. Users who thought cybersex was one favorite topic for chatters was 56.1 percent but thought that it was an interesting topic on IRC was only 38.2 percent.

Most users are not interested (69.4 percent) and did not agree with cybersex chatting on IRC (61.5 percent). 108 in 353 people had experience in cybersex on IRC, and for 49.1 percent most of them wanted cybersex chat because the reasons of sharing experience. Also the majority of cybersex chatters was 73.1 percent preferred to chat about sex with opposite sex. 60 people from all cybersex chatters used to meet with partner.

Of 60 replies, they had ever met partner, and they had only chatted 1-3 times until decided to appointment by 48.3 percent. 29 in 60 people had higher expectations than only normal cybersex. 95 percent of them also thought that cybersex can be changed into real sex. The last result from cybersex chatters group are those who had ever changed from cybersex into real sex with their partner was 34 people from 60.

The rest 47 people of non-IRC users, 59.6 percent had ever heard about cybersex on IRC. 40.4 percent said yes that cybersex was an interesting topic on IRC whilst 74.5 percent said they are not interested in cybersex and most of them who did not agree with cybersex chatting on IRC by 72.3 percent.

The last turned to compute from overall 400 samples. 250 Thai Internet users had ever heard about real case of sexual violation, which was an effect from chatting on IRC. People who thought that cybersex involved these sexual violation was 217. 29 percent of samples thought that cybersex on IRC should be free, and 51 percent of samples answered restrictions. 20 years up most aged people thought cybersex chat could be allowed for (47.8 percent), and then 15 years up (15.3 percent). 34.3 percent people said ethics and moral was significantly effected by cybersex on IRC. 358 from 400 people (or 89.5 percent) thought that there should be an appropriate solution for cybersex issue on IRC. Finally, the majority thinking of 145 in 400, 36.3 percent, agree on the appropriate solution from academic sectors for cybersex issues on IRC.

Users also had additional recommendation for other kinds of topic chats such as football, music, gay, education, career, family, movie, and just read other chat. And for the last question from samples chose other items were that it depended on individual judgement of chatters, and attention of families (Appendix D).

4.2 Analysis of the Statement of the Hypotheses

The project hypotheses is stated under three areas as mentioned in Overview. The same aspect of each important area is to prove significant difference or relationship between two variables of the hypothesis as stated below:

(1)   Cybersex chatters prefer cybersex on IRC different from non-cybersex chatters.

Hypothesis 1:

HO: There is no significant difference between cybersex chatter and non-cybersex chatter in cybersex preferences on IRC.

H1: There is significant difference between cybersex chatter and non-cybersex chatter in cybersex preferences on IRC.

(2)   IRC users think of aspect of cybersex on IRC different from non-IRC users.

Hypothesis 2:

HO: There is no significant difference between IRC user and non-IRC user in effect of cybersex on IRC.

HI : There is significant difference between IRC user and non-IRC user in effect of cybersex on IRC.

(3)   IRC users think about appropriate solution of cybersex on IRC different from non-IRC users.

Hypothesis 3:

HO: There is no significant difference between IRC user and non-IRC user in an appropriate solution of cybersex on IRC.

Hl: There is significant difference between IRC user and non-IRC user in an appropriate solution of cybersex on IRC.

To determine whether the differences between two variables are significant, I use chi-square value from SPSS program calculation, using a predetermined confident level of .05. The chi-square value required for significance would be more than 0.05. Therefore, the null hypothesis would not reject. If not, then the null hypothesis would reject, and it would conclude that there is no significant difference between two variables. The analysis of SPSS program is shown with chi-square value in Asymp. Sig (2 sided).

4.3 Result Findings

After conducting analysis of the hypotheses, the results shows forms of table and bar graph (Appendix E).

Among the finding, it can be concluded that:

(1) Cybersex chatters prefer cybersex on IRC different from non-cybersex chatters.

Chi-square value, asymp. sig. (2 sided), is .000 that is less than 0.05. Therefore it would "REJECT" the null hypothesis and it would conclude that there is a significant difference between cybersex chatter and non-cybersex chatter in cybersex preferences on IRC. In other words, both prefer cybersex on IRC that is not the same. Majority thinking of cybersex chatter is cybersex on IRC should be free. While majority thinking of non-cybersex chatter is cybersex on IRC should be restrictive.

(2) IRC users think of aspect of cybersex on IRC different from non-IRC users.

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Chi-square value, asymp. sig. (2 sided), is .591 that is more than 0.05. Therefore it would "NOT REJECT" the null hypothesis and it would conclude that there is no significant difference between IRC user and non-IRC user in effect of cybersex on IRC. On the other hand, both groups think about the significant effect of cybersex on IRC is the same. Rank by third highest answer: ethics and moral aspect, individual aspect, and social aspect.

(3) IRC users think about appropriate solution of cybersex on IRC different from non-IRC users.

Chi-square value, asymp. sig. (2 sided), is .142 that more than 0.05. Therefore it would "NOT REJECT" the null hypothesis and it would conclude that there is no significant difference between IRC user and non-IRC user in an appropriate solution of cybersex on IRC. On the other hand, both groups think the appropriate solution for cybersex on IRC is the same. Rank by the third highest answer: schools or colleges should have education concerns, IRC program should have efficient security system, and government should participate to pass laws.

Thence, the first original hypothesis was supported. However, the other two original hypotheses were not supported.

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V. CONCLUSIONS AND RECOMMENDATIONS

5.1 Research Summary

The results of this study shows 2 sides; both support and not support the research hypotheses. That is not the final evaluations. Even so, the relationship between attitudes of IRC users vs. non-IRC users is even by their own reasons supporting when it shows no significant difference. The point is that insight motive of each aspect.

I have some interesting finding outside the expected precincts, which amazed me during the research. Some boys are not embarrassed to admit they had sexual relation after cybersex chat. Different case was someone tried to invite someone to study pornography Web site. Fortunately, I was free from sexual topic chat although somebody requested me. They had good understanding of my purpose that was not what they required.

Men and women have equal rate of DCC chat. According my switched sex experienced on IRC, both sexes would like to DCC and almost all those chats were to flirt. Most of them loved to converse with opposite sex the same as the result of questionnaire. In the event that response message reveals their partner was the same sex, they would ignore or close DCC chat session. But this could not use to cite a gay room; this group was different.

Sex chat room type on IRC always fall into silent situations. Confusion more often happens in general chat room type.

The relationship between the resistant stream to cybeisex chat of IRC user and non-IRC user has to be direct. Non-IRC users rather not accept sexual talking, whilst IRC user sex chats judge it like a normal story.

Many people I chat with or sometimes preferred to unfold feeling and opinions of cybersex issue, men have positive attitudes and also they are willing to participate with more women. Most IRC users log on to chat in network wishing to talk to others, it seems they do not waste time in other matters. One notice no free Internet in Thailand.

Ethics and Moral Critic

Cybersex on IRC is the most popular way for chatters. Cybersex involves any expressions of sexuality of chatters. It evokes emotion of sex, sexual freedom and fulfillment for people who wished. One side thinks it can be dangerous and can cause a lot of problems. Another thinks it is cheap, safe, and anonymous.

I agree with many cybersex researches in which moral judgement of cybersex on IRC is fruitless. I meet the same aspect, cybersex chatters do not considering ethics. They reveal sexual emotions to partners or public by not feeling offensive.

I am arguing about this, it seems to link ethical issues also. Can we conclude cybersex is really problematic now? I rather agree that it is affecting tolerant disorders involving real sexual behavior, along with marriages, families, and other relationships. However, I do not quite agree that cybersex is a problem because it still has some good, for instance, cybersex is useful for sex education and research. At least cybersex is anonymous and safe for some people. Deep aspect of cybersex, does not concern right or wrong but whether it should be appropriate or not depends upon individual thinking of ethical concerns.

The side effect of cybersex on IRC is social phenomena happening on IRC. Old custom values broke down. Something likes domino game. More young Thais are ripping rules and regulations. With the Internet medium, they create fearlessness to anonymous chatting. Most of them enter chat room with full freedom and forget the limit the right moment.

Cybersex chat is the first step to enhance sexual desire and develop other contacts like phone sex, online sex service, leading to a close real sex. The nature of cybersex relationship is preferably a short-term. The real — life meeting after chatting does not matter, just for fun when both partners concurred. In more effects, apprehensive of cybersex become a real problem. Many violation situations have resulted from discussion on Internet chat. Most victims were young women and were faced with body attack at the end. Threat is an unexpected side after one has decided to meet another one after discourse. Rape is one danger for this case.

There may be other forms of cybersex, which are different from the two forms of cybersex I identified. All appear to be the main ones in online chat rooms. These have e-mail cybersex, electronic pornography, and virtual reality cybersex.

The latest production of high technology frightens interactive equipment, person can wear a specific suit, which is movement sensitive, so a person can now have intercourse at a distance in virtual reality. The device is plugged into an electrical outlet and it came with suction cups. A machine feels real to real person. Notwithstanding, the artificial sense of sexual touch can not replace a real thrill life of sex, unless humans in the next generation can be accustomed and adapt to the sexual replica as well as real sex.

Before the world goes through VR cycle completely, I think we are trying to withstand more cybersex in our society. What can we do to cure this case? We do not have the best answer for now. We have only the possible solution to match the issue. The survey appears that most people suggested education of sex from academy would help people who are Internet users.

The expectation is emphasized that at least this is the appropriate solution to teach teens to know about a preventing method. It may not be blocked or restricted. Adequate knowledge of sex will be a good point of <u>Thai</u> for teenagers.

Basically, the faith in ethics and morals should be prior. Personal conviction could be born from a basis of nice and brilliant of individual insight. Ethics ameliorate social deterioration and uphold human beings to intelligence. In my opinion, I trust that the same as most people believe in the way of advancing education can help persons to create a self-regulation of sex story in the proper time. I would like to recommend some subject of sex on the Internet that would be included in today's curriculum. A new field of cyberethics based on ethics and moral. Cyberethics (or some other name courses like Ethics of Internet or Computer Ethics) comes together with human norm and human reason, what to do and to believe in even virtual community and real society. This cyberspace philosophy maybe put into Computer and Internet course in school and Faculty of Information Technology in the university. Establishing understanding values to people such as morals-based value would be great judgement for acting with other people. The ground judgement rule is important for clear decision making. Ethical principle justifies moral rule; for example, "one should respect other people" defends "one should not harm." Bringing moral philosophy into the public by applied ethics, supporting course with a significant ethical component. It means a combination of many branches of education such as sexology, sociology, philosophy, and even psychology can produce specific academic type in order to promote knowledge, value, and awareness of both bright and dark side of the Internet to young people.

It is true that Thai society is at critical period. The level of sexual activity as in cybersex talking can be free but Thai teenagers ought to realize that is a valid sign. Cybersex awareness should have corrective guide from every part of this society. The cooperation of parents to take care of their juvenile children is important. Also involving sections as mass media and government should interfer to assist the social aspect. Legal and policy issues in cyberspace should be examined for communication networks.

Creative interaction in cyberspace is a good idea if designed and treated in a fair way. The more the world is globalized; the more the puzzle issue is endless.

5.2 Achievement

This project could not be completed if the sample group has not cooperated. I received pleasant collaboration from all Thai Internet users I met when logged on to the communication network. Several useful information related to the topic have shared anonymity. I am also appreciative to all criticism of each individual. This sends me much more good ideas to add and develop in the existing research. Someone said how can I rely on anonymous answers of the Internet. They might lie to you. Yes, of course but I have the right to observe and analyze participants on chat room. I have the objective to convince people to openly meditate. Most people did not want to answer the questionnaire but they turned their mind when I bared the purpose of the study, which clung to the ethical and moral principles. The achievement phase is that the comprehension of people of the study of cybersex project.

The consistent results ensued to offer in a feasible direction of Thai community. No answer was elaborated, every answer was to observe the success of the research finding absolutely solution to improve our society today.

5.3 Future Research

Maybe some feel that whatever cyber world respects is not real, and then it does not desert to pay attention. But a new interesting aspect is online sexual service or prostitutes on the Web. There is so approaching the problem of cybersex studied and is becoming malign more in cyber than in the real world.

I gained and heard about this issue from many chat rooms and people from the net. I identified this aspect into two forms as the first is announcing private sex service in chat room. Chat room is the channel to advertise what oneself sells. Name of sex room on IRC is the center for this type. Liaison starting with a little bit introducing of self, location, and price. Anyone who is interested will be DCC chat to contact. Second is prostitution or sideline Web site. Materials include example of the Web sites, which promote their girls on their frank Web site. Name lists, photos, and individual details have being shown for the visitor. Certainly, contacting persons and telephone numbers are also posted.

The unbelievable true story is girls who are in this path are so young. Some are studying in school and most are in the university. Involving departments have not enough prevention and protection. Informants against them often are neglected. Now that is alarming Thai society is going to degenerate. The problem is to seek a serious solution to regenerate our cyberculture.

I have no experience in inquiring conversation for online sexual service, save my trial to access some Thai Web sites, which can still be found abundantly from the Internet. My future research would be applying information from the present study of cybersex research that I hope to do which is about online sexual service.

APPENDIX A

DEFINITION OF TERMS

DEFINITION OF TERMS

(1) **Acronym** is a word that is formed by combining some parts (usually the first letters) of some other terms. For example, modem is the acronym derived from modulator/demodulator. In everyday speech, the term is also used to refer to initialisms, which are combinations of letters representing a longer phrase. For example, CRT is an initialism for cathode ray tube. The difference is that an acronym is pronounced as if it were a word rather than just a series of individual letters.

(2) **Bandwidth** is the amount of data that can be transmitted in a fixed amount of time. For digital devices, the bandwidth is usually expressed in bits per second (bps) or bytes per second. For analog devices, the bandwidth is expressed in cycles per second, or Hertz (Hz).

(3) **Channel** is a named group of one or more clients which will all receive messages addresses to that channel. The channel is created implicitly when the first client joins it and the channel cease to exist when the last client leaves it. While channel exists, any client can reference the channel using the name of the channel.

(4) **Chat** is real-time communication between two users via computer. Once a chat has been initiated, either user can enter text by typing on the keyboard and the entered text will appear on the other user's monitor. Most networks and online services offer a chat feature.

(5) **Chat room** is a virtual room where a client session takes place. Technically, a chat room is really a channel, but the term room is used to promote the chat metaphor.

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(6)   Client is anything connecting to a server that is not another server. Each client is distinguished from other clients by a unique nickname having a maximum length of nine (9) characters. Usually users choose a constant nickname, although generally each time connecting to a server one can use a new nickname.

(7)   Cyberculture is a collection of cultures and cultural products that exist on and/or are made possible by the Internet, along with the stories told about these cultures and cultural products.

(8)   Cyberspace is a metaphor for describing the non-physical terrain created by computer systems. Online systems, for example, create a cyberspace within which people can communicate with one another (via e-mail), do research, or simply window shop. Like physical space, cyberspace contains objects (files, mail messages, graphics, etc.) and different modes of transportation and delivery. Unlike real space, though, exploring cyberspace does not require any physical movement other than pressing keys on a keyboard or moving a mouse.

(9)   DCC is the ultimate way in secure chat connections and file transfer. It also allows the user to overcome some limitations of the IRC server network. DCC uses direct TCP connections between the clients taking part to carry data. There is no flood control, so packets can be sent at full speed, and there is no dependence on server links (or load imposed on them). In addition, since only the initial handshake for Dec connections is passed through the IRC network, it is impossible sewers to spy on DCC messages.

(10)   Ethical Principle is a principle, which is part of nonnative theory, which justifies or defends moral rules and/or moral judgements.

(11) IRC — Internet Relay Chat is a multi-user, multi-channel chatting system. Imagine sitting in front of your computer and "talking" through typed messages with either one person or many other people from all over the Internet, all in real time. Once you get set up, chatting on IRC is totally free.

(12) ISP - Internet Service Provider is a company that provides access to the Internet. For a monthly fee, the service provider gives you a software package, username, password and access phone number. Equipped with a modem, you can then log on to the Internet and browse the World Wide Web and USENET, and send and receive e-mail.

(13) mIRC is a shareware IRC client for Windows. It is developed and copyrighted by Khaled Mardam-Bey. mIRC is a highly configurable IRC client with all the goodies other clients on UNIX, Macintosh and even on windows offer, combined with a *nice* and clean user interface. mIRC offers full color text lines, DCC File Send and Get capabilities, programmable aliases, a remote commands and events handler, place sensitive popup menu's, a great Switchbar, World Wide Web and sound support, and a lot more.

(14) MOO is short for Mud, Object Oriented, and a specific implementation of a MUD system developed by Stephen white. MOO is in the public domain and can be freely downloaded and executed.

(15) Moral Rule is a specific guideline for action. It is what justifies our moral judgements and actions in our everyday lives.

(16) <u>MUD - Multiple User Dimension, Multiple User Dungeon, or Multiple User Dialogue</u> is a computer program which users can log into and explore. Each user takes control of a computerized persona/avatar/incarnation/ character. You can walk around, chat with other characters, explore dangerous monster-infested areas, solve puzzles, and even create your very own rooms, descriptions and items.

(17) <u>PIRCH</u> is an IRC (Internet Relay Chat) client for the Microsoft Windows 95/98 Platforms and Windows NT. PIRCH's feature likely mIRC and other chat programs.

(18) <u>Server</u> forms the backbone of IRC, providing a point to which clients may connect to talk to each other, and a point for other servers to connect to, forming an IRC network. The only network configuration allowed for IRC servers is that of a spanning tree where each server acts as a central node for the rest of the net it sees.

(19) <u>Value</u> is what we choose or believe to be worthwhile or have merit. Values should be freely and thoughtfully chosen.

(20) <u>Virtual Reality</u> is an artificial environment created with Quinputer hardware and software and presented to the user in such a way that it appears and feels like a real environment. To "enter" a virtual reality, a user dons special gloves, earphones, and goggles, all 01' which receive their input from the computer system. In this way, at least three of the five senses are controlled by the computer. In addition to feeding sensory input to the user, the devices also monitor the user's actions. The goggles, for example, track how the eyes move and respond accordingly by sending new video input.

APPENDIX B

MSNBC'S SURVEY RESULTS

Demographics:

How survey respondents compared to overall MSNBC visitors

Men who responded to the cybersex survey tended to fall into the same age range as all men who visited the MSNBC.com site in April 1998, though female survey respondents tended to be younger.

Age Range	Overall MSNBC visitors*		Cybersex survey respondents	
	Men	Women	Men	Women
Ages 18-34	43.0%	34.1%	45.6%	58.8%
Ages 35-49	38.0%	43.3%	36.5%	35.5%
Ages 50+	19.0%	22.6%	17.9%	5.7%

* Relevant Knowledge
Based on responses from 9,177 MSNBC visitors who indicated they had used the Net for sexual pursuits at least once

Time Spent:

Hours Per Week Spent Online For Sexual Pursuits

Most respondents indicated they only spend a few hours a week going to cybersex sites, though about 8 percent spent 11 hours or more a week in online sexual pursuits - a possible indication of trouble.

	Low Users Less than 1 hr/wk	Moderate Users 1-10 hr/wk	Heavy Users Greater than 10 hr/wk
Males	45.3	46.4	8.2
Females	54.5	36.5	9.4
Total	46.6	45.1	35.1

Based on responses from 8,177 MSNBC visitors who indicatect they had used the Net for sexual pursuits at least once

Marriage Status:

Who's going online for sexual pursuits?

More than half of respondents are in a steady relationship, the survey showed, but most said their cybersex ventures did not interfere or jeopardize their lives.

Numbers	Low Users Less than 1 hr/wk	Moderate Users 1-10 hr/wk	Heavy Users Greater than 10 hr/wk
Males (%)	83.7	88.7	84.8
Age (years)	35.4	34.5	35.1
Married/Committed	65.8 %	63.4%	58.6 %
Not Interfered	77.4%	62.2 %	49.0 %
Not Jeopardized	84.0%	76.0 %	65.1 %

Based on responses from 8,177 MSNBC visitors who indicated they had used the Net for sexual pursuits at least once

Where They Log On:

Most Log On At Home

Logon Location	Low Users Less than 1 hr/wk	Moderate Users 1-10 hiMk	Heavy Users Greater than 10 hriwk
Home (%)	81.2	77.4	72.4
Work (%)	7.0	5.2	2.2
Both (%)	7.3	16.0	24.5
Other (%)	4.4	1.3	0.9

Based on responses from 9,177 MSNBC visitors who indicated they had used the Net for sexual pursuits at least once

Venue of Choice:

Cybersex sites venue of choice

But many visit sexual chat rooms

Online Medium	Low Users Less than 1 hriwk	Moderate Users 1-10 hr/wk	Heavy Users Greater than 10 hr/wk
WVVW (%)	47.4	47.1	33.6
Chat (%)	23.4	27.6	37.0
News (%)	9.5	14.4	15.7
E-mail (%)	10.9	6.5	6.7
Other (%)	8.8	4.4	7.0

Based on responses from 9,177 MSNBC visitors who indicated they had used the Net for sexual pursuits at least once

Source: Professional Psychology: Research and Practice

APPENDIX C

IRC QUESTIONNAIRE

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APPENDIX D

RESULTS OF THE ANALYSIS

Section I: Personal Data

Ql:	Gender			
	Male	216	=	54 %
	Female	184	=	46 %

Q2:	Age			
	Below 15	15	=	3.8%
	15-19	110	=	27.5 %
	20-24	153	=	38.3 %
	25-29	86	=	21.5 %
	30-34	26	=	6.5 %
	35-39	4	=	1 %
	40-44	6	=	1.5 %
	45-49			
	50 and up	-		

Q3.	Education			
	High School	73	=	18.3 %
	Associate Degree	63	=	15.8 %
	Bachelor Degree	216	=	54 %
	Master Degree	48	=	12 %
	Doctor Degree and up			

Q4:	Occupation			
	Government organization	30	=	7.5 %
	Own Business	41	=	10.3 %
	Private company	75	=	18.8 %
	State enterprise	9	=	2.3 %
	Student	229	=	57.3 %
	Unemployed	16	=	4 %

Section II: Questions for IRC Users

Ql:	Have you ever chat on IRC?			
	Yes	353	=	88.3 %
	No (continue to Section III)	47	=	11.8 %

* Q2—Q10: Percentage is calculated from IRC users 353 people only *

Q2:	Do you chat on IRC regularly?			
	Yes, all the time	185	=	52.4 %
	Yes, on occasion	136	=	38.5 %
	No	32	=	9.1 %

Q3:	How long have you been on IRC?			
	Below 1 year	119	=	317 %
	1 year	77	=	21.8 %
	2 years	79	=	22.4 %
	3 years	38	=	10.8 %
	4 years	20	=	5.7 %
	5 years and up	20	=	5.7 %

Q4:	Why do you chat on IRC?			
	Find new friends/contacts	139	=	39.4 %
	Simply to enjoy communication	161	=	45.6 %
	Share interesting ideas	30	=	8.5 %
	Get specific topics	15	=	4.2 %
	Improve language skills	8	=	2.3 %

Q5:	What kinds of topic do you chat on IRC often?			
	Computer	28	=	7.9 %
	Cybersex	13	=	3.7 %
	Games	2	=	0.6 %
	General	234	=	66.3 %
	Romance	7	=	2 %
	Teens chat	34	=	9.6 %
	20 something	1	=	0.3 %
	30 something	3		0.8 %
	40 something	2	=	0.6 %
	50 something	-		
	Others	29	=	8.2 %

(Others i.e. football, music, gay, education, career, family, movie, and just reads other talk)

Q6:	Do you think that cybersex is one favorite topic for chatters on IRC?			
	Yes	198	=	56.1 %
	No	155	=	43.9 %

Q7:	Do you think that cybersex is interesting topic on IRC?			
	Yes	135	=	38.2 %
	No	218	=	61.8%

Q8:	Are you interested in cybersex on IRC?			
	Yes	108	=	30.6 %
	No	245	=	69.4 %
Q9:	Do you agree with cybersex chat on IRC?			
	Yes	136	=	38.5 %
	No	217	=	61.5%

Q10:	Do you have experienced in serious cybersex on IRC?			
	Yes	108	=	30.6 %
	No (continue to Section IV)	245	=	69.4 %

Q11:   Why do you cybersex chat?
　　　　No experience and asserted to know　　　　41　　=　　38 %
　　　　Share experience　　　　　　　　　　　　53　　=　　49.1 %
　　　　Chat on IRC is easier than have real sex　　14　　=　　13 %

Q12:   Which partner do you prefer to chat with?
　　　　Same sex　　　　　　　　　　　　　　　29　　　　　26.9 °A)
　　　　Opposite sex　　　　　　　　　　　　　79　　=　　73.1 %

Q13:   Have you ever met your partner?
　　　　Yes　　　　　　　　　　　　　　　　　60　　　　　55.6 %
　　　　No (continue to Section IV)　　　　　　48　　=　　44.4 %

* Q14 — Q17: Percentage is calculated from appointment chatters 60 people only *

Q14:   How many times do you chat until decided appointment?
　　　　1-3 times　　　　　　　　　　　　　　29　　=　　48.3 %
　　　　4-6 times　　　　　　　　　　　　　　20　　=　　33.3 %
　　　　7-10 times　　　　　　　　　　　　　5　　=　　8.3 %
　　　　11 times and up　　　　　　　　　　　6　　=　　10 %

Q15:   Do you have higher expected than only normal cybersex?
　　　　Yes　　　　　　　　　　　　　　　　　29　　=　　48.3 %
　　　　No　　　　　　　　　　　　　　　　　31 = 51.7%

Q16:   Do you think that cybersex can be changed into real sex?
　　　　Yes　　　　　　　　　　　　　　　　　57　　=　　95.00 %
　　　　No　　　　　　　　　　　　　　　　　3　　=　　5.00 %

Q17:   Have you ever changed from cybersex into real sex with partner?
　　　　Yes　　　　　　　　　　　　　　　　　34　　=　　56.7 %
　　　　No　　　　　　　　　　　　　　　　　26　　=　　43.3 %

Section　　　Questions for Non-IRC Users

* Ql—Q4: Percentage is calculated from Non-IRC users 47 people only *

Q1: Have you ever heard about cybersex on IRC?
　　　　Yes　　　　　　　　　　　　　　　　　28　　=　　59.6 %
　　　　No　　　　　　　　　　　　　　　　　19 = 40.4%

Q2: Do you think that cybersex is interesting topic on IRC?
　　　　Yes　　　　　　　　　　　　　　　　　19　　=　　40.4 %
　　　　No　　　　　　　　　　　　　　　　　28 = 59.6%

Q3:   Are you interested in cybersex on IRC?
       Yes   12   =   25.5 %
       No   35   =   74.5 %

Q4:   Do you agree with cybersex chat on IRC?
       Yes   13   =   27.7 %
       No   34   =   72.3 %

Section IV: Conclusions

* Ql—Q7: Percentage is calculated from overall samples 400 people only *

Q1 :   Have you ever heard about real case of sexual violation that is effect from chatting on WC?
       Yes   250   =   62.5 %
       No   150   =   37.5 %

Q2:   Do you think that cybersex involved with these sexual violation?
       Yes   217   =   54.3 %
       No   183   =   45.8 %

Q3:   Do you think that how should be cybersex on IRC?
       Free cybersex   116   =   29.00 %
       Restrictive cybersex   204   =   51.00 %
       No cybersex   80   =   20.00 %

Q4:   Which upper age that you think can be cybersex chat?
       All ages   40   =   10 %
       10 years up   5   =   1.3 %
       15 years up   61   =   15.3 %
       20 years up   191   =   47.8 %
       25 years up   60   =   15 %
       30 years up   10   =   2.5 %
       None   33   –   8.3 %

Q5:   Do you think what is the significant effect of cybersex on IRC?
       Individual aspect   124   =   31 %
       Social aspect   93   =   23.3 %
       Ethics and moral aspect   137   =   34.3 %
       None   25   =   6.3 %
       Others   21   =   5.3 %

Q6:   Do you think that there should have the appropriate solution for cybersex issue on WC?
       Yes   358   =   89.50 %
       No   42   =   10.50%

63

Q7: Do you think what is the appropriate solution for cybersex issue on IRC?

Academy should have education program that concerns and clears such as sex knowledge, and give an advice about cybersex on IRC	145	=	36.3 %
IRC program should has efficiency security system for chatters to select as their want some more	136	=	34 %
Government should participate to form laws for prevent in case that problems may leads to problem of cybersex	49	=	12.3 %
Unnecessary	40	=	10 %
Others	30	=	7.5 %

(Others i.e. all of above answers, it depends on appreciation and judgement of the chatter, and adult and family should take care their children)

APPENDIX E

RESULT FINDINGS

Major Conclusions

Table E.1. Case Processing Summary of the Hypothesis 1.

	Cases					
	Valid		Missing		Total	
	N	Percent	N	Percent	N	Percent
Do you think that how should be cybersex on IRC? * Do you have experienced in serious cybersex on IRC?	353	88.30%	47	11.80%	400	100%

Table E.2. Crosstabulation of the Hypothesis 1.

		Do you have experienced in serious cybersex on IRC?		Total
		Yes	No	
Do you think that how should be cybersex on IRC?	Free cybersex	53	54	107
	Restrictive cybersex	50	129	179
	No cybersex	5	62	67
Total		108	245	353

Table E.3. Chi-Square Tests of the Hypothesis 1.

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	35.553[a]	2	0.000
Likelihood Ratio	38.826	2	0.000
ILinear-by-Line as Association	35.439	1	0.000
N of Valid Cases	353		

a. 0 cells (.0%) have expected count less than 5.
   The minimum expected count is 20.50.
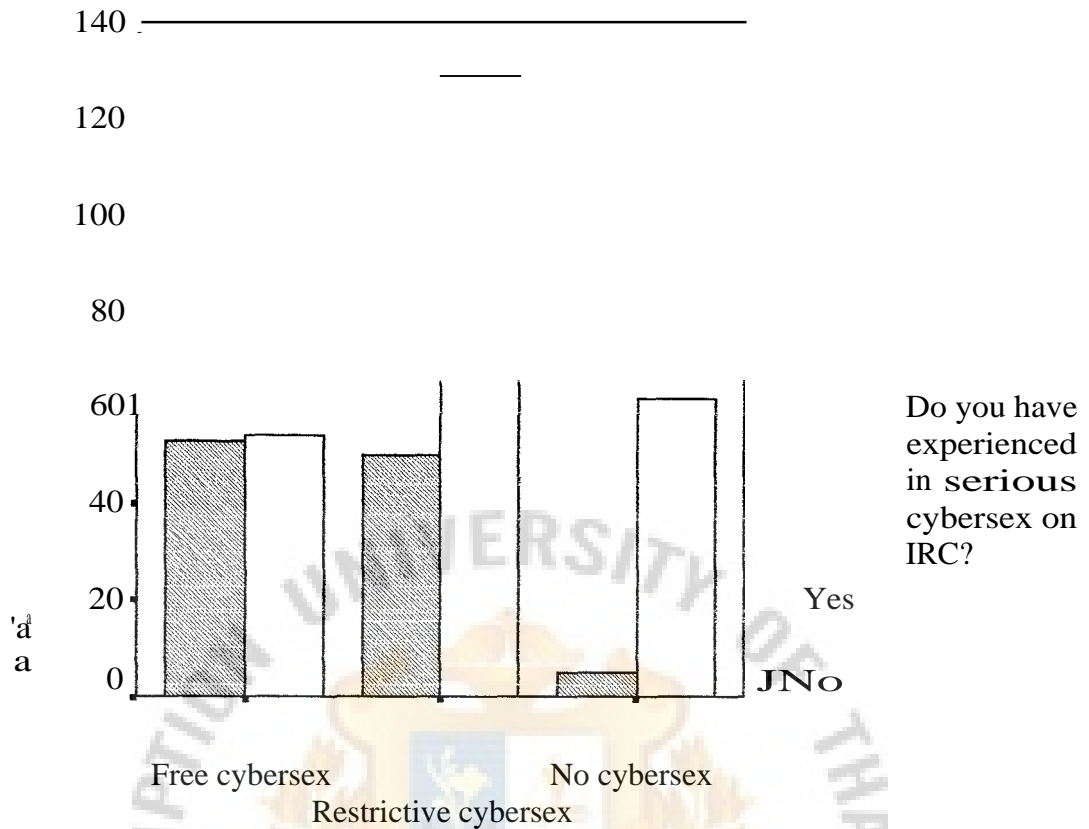
Figure E.1. Do You Think That How Should Be Cybersex On IRC?

Chi-square value, asymp. sig. (2-sided), is .000 that < 0.05 as chi-square tests table shown on previous page. Therefore, at confidence level = .05 (95%), it reject the null hypothesis. And it can conclude that there is significant difference on cybersex preferences between cybersex chatter and non-cybersex chatter. On the other word, both prefer cybersex on IRC is not the same.

Majority thinking of cybersex chatter is cybersex on IRC should be free. While majority thinking of non-cybersex chatter is cybersex on IRC should be restrictive.

Table E.4. Case Processing Summary of the Hypothesis 2.

	Cases					
	Valid		Missing		Total	
	N	Percent	N	Percent	N	Percent
Do you think what is the significant effect of cybersex on * Have you ever chat on IRC?	400	100%	0	0.00 %	400	IOU /o

Table E.S. Crosstabulation of the Hypothesis 2.

		Have you ever chat on IRC?		Total
		Yes	No	
Do you think that what is the significant effect of cybersex on IRC?	Individual aspect	112	12	124
	Social aspect	81	12	93
	Ethics and moral aspect	118	19	137
	No any aspect	24	1	25
	Others	18	3	21
Total		353	47	400

Table E.6. Chi-Square Tests of the Hypothesis 2.

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	2.804[a]	4	0.591
Likelihood Ratio	3.231	4	0.520
Linear-by-Line as Association	0.192	1	0.661
N of Valid Cases	400		

a. 2 cells (20.0%) have expected count less than 5.
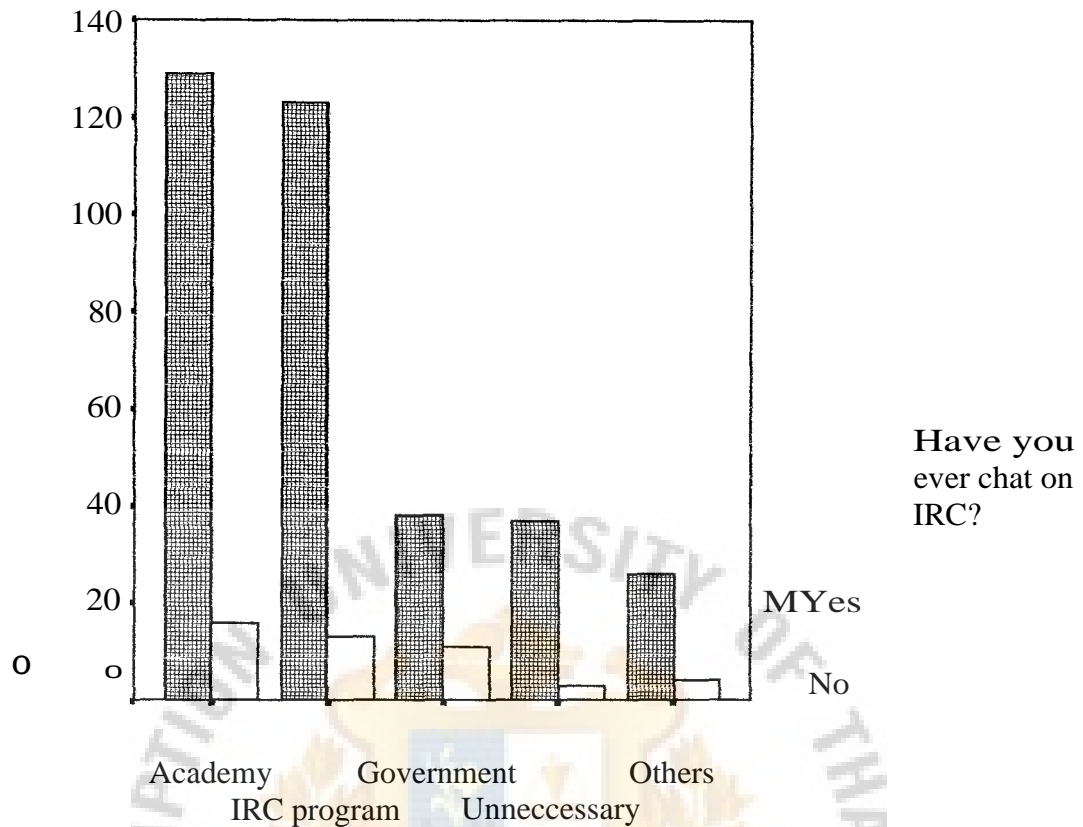   The minimum expected count is 2.47.
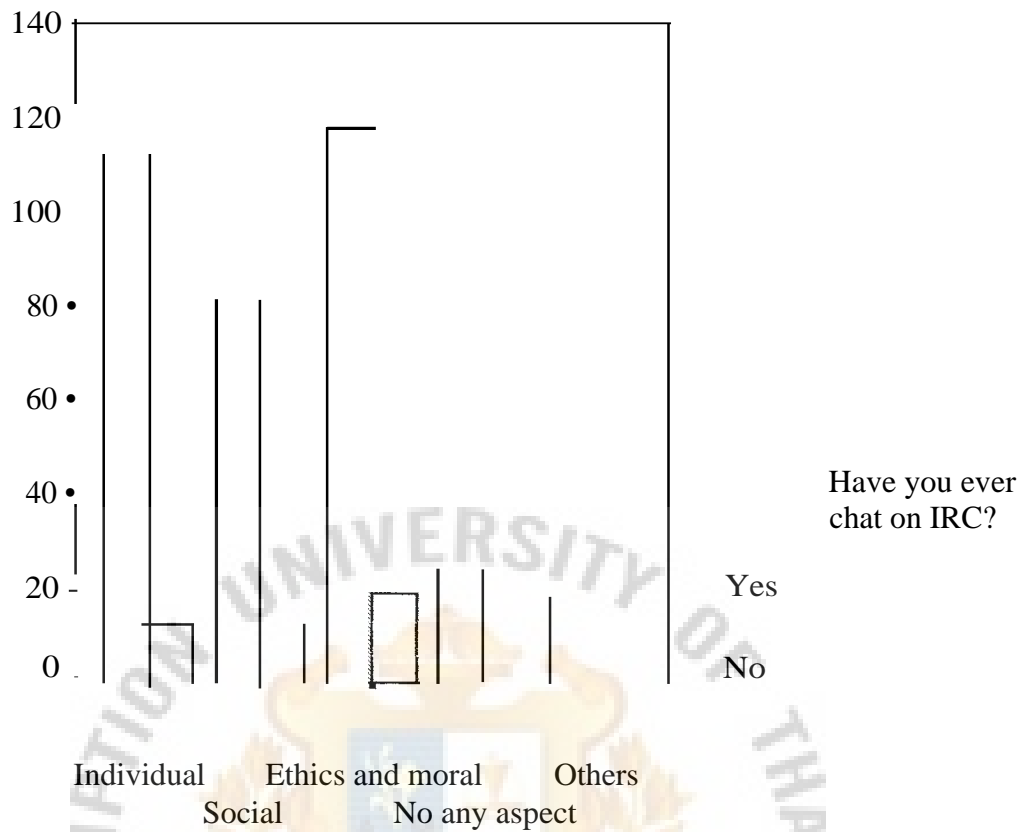
Figure E.2. Do You Think What Is the Significant Effect of Cybersex?

Chi-square value, asymp. sig. (2-sided), is .591 that > 0.05 as Chi-square tests table on previous page. Therefore, at confidence level .05 (95%), it would not reject the null hypothesis. And it can conclude that there is no significant difference on effect of cybersex on IRC between IRC user and non-IRC user. On the other hand, both groups think about significant effect of cybersex on IRC is the same.

Rank by third highest answer:

I^{se} is Ethics and moral aspect

2nd is Individual aspect.

3rd is Social aspect.

Table E.7. Case Processing Summary of the Hypothesis 3.

	Cases					
	Valid		Missing		Total	
	N	Percent	N	Percent	N	Percent
Do you think that what is the appropriate solution for cybersex issue on IRC? * Have you ever chat on IRC?	400	100%	0	0.00%	400	100%

Table E.B. Crosstabulation of the Hypothesis 3.

		Have you ever chat on IRC?		Total
		Yes	No	
Do you think what is the appropriate solution for cybersex issue on IRC?	Academy should have education concerns	129	16	145
	IRC program should has security system	123	13	136
	Government should participate to form laws	38	11	49
	Unneccessary for appropriate solution	37	3	40
	Others	26	4	30
Total		353	47	400

Table E.9. Chi-Square Tests of the Hypothesis 3.

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	6.880[a]	4	0.142
Likelihood Ratio	6.018	4	0.198
Linear-by-Line as Association	0.292	1	0.589
N of Valid Cases	400		

a. 2 cells (20.0%) have expected count less than 5.
   The minimum expected count is 3.53.

70

Figure E.3. Do You Think What Is Appropriate Solution For Cybersex?

Chi-square value, asymp. sig. (2-sided), is .142 that > 0.05 as Chi-square tests table on previous page. Therefore, at confidence level .05 (95%), it would not reject the null hypothesis. And it can conclude that there is no significant difference on the appropriate solution of cybersex issue between IRC user and non-IRC user. On the other hand, both groups think about the appropriate solution for cybersex issue on IRC is the same.

Rank by third highest answer:

1st is Academy should have education concerns.

2nd is IRC program should has efficiency security system.

3rd is Government should participate to form laws.

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APPENDIX F

RELATED WEBSITE AND JOURNAL
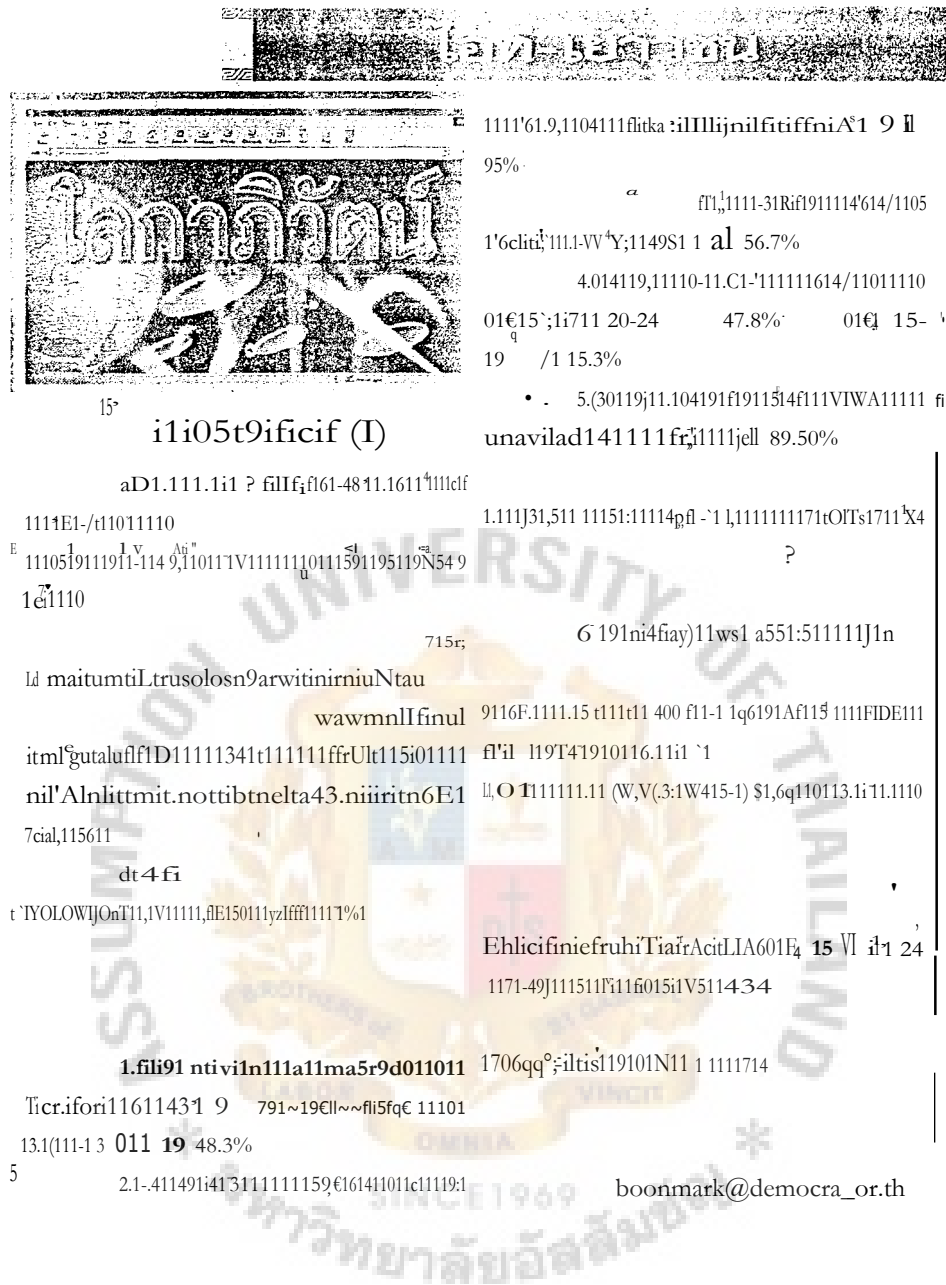
Figure F.1. The Questionnaire Web Link.

Figure F.2. Cybersex 1.

Figure F.3. Cybersex 2.

Cybersex: problem a lottoatworld.

or-youns Thais are joining online char moms For soine,, chattüng about sex with analyrnow parrners i leading lo real 1fr.encoutttett-Montabn .Taultaisawatirports.

Figure F.4. Cybersex Research News.

: people surveyed were as
15 years old. Some
family problems and turned
net to foster new relationships.
red the chat rooms because
curious to learn more about

Cybersex Research News. (Continued)

Fast facts

- Of the 400 people questioned, 153 of them were between 20-24 years old; 110 were aged 15-19 and 15 were under the age of 15. Nobody sampled was older than 45. 2:::9 were students. 218 said they thought cybersex was not interesting while 135 said it was.

- Of the 108 who said they had • experienced cybersex on IRC, 53 of them said they were willing participants who wished to share their sexual experiences with•others. 41 said they had not experienced cybersex but would consider participating in order to learn more. 14 of them said that chatting was easier than having a real sex. 60 respondents said they had actually arranged appointments with their chat partners. From this 60, 29 said they had only chatted 1-3 times before

meeting in real life. 57 said they thought it was possible to go from cybersex to the real thing and 34 admitted to having sex with someone they met in a chat room.

- 116 respondents said there should be free cybersex on IRC, 204 preferred some restrictions, while 80 said the practice should be completely banned. 191 of the people questioned said they thought cybersex should be allowed for people over 20 years old, 61 said 15 should be the Minimum age while 40 said there should be no age restrictions.

- As a solution 145 people suggested more appropriate sex education would help, 136 recommended more efficient security on chat programmes while only 49 thought the government should draft new regulations.

Definition of `Cybersex'

· Mutual masturbation in real time using the medium of the Internet. In this form of cybersex, users type descriptions of what they are 'doing' to each other and to themselves while masturbating.

- The telling of sexual stories, in real time, over the Internet with the intent of arousal. Those sexual stories are sometimes based on reality, sometimes on

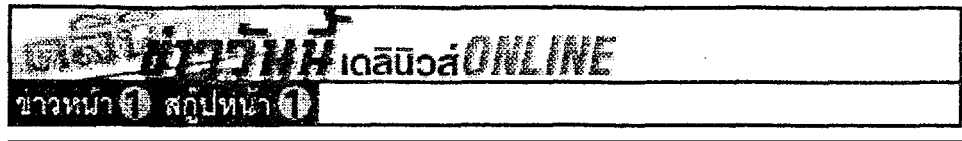pure fantasy, either way they are almost always very detailed and highly erotic.

Source:
"The Application of Ethnographic illethodolog• in the Study of Cybersex"
Robin Hamman
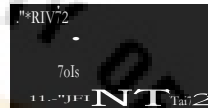Department of Communication Studies, University of Liverpool,

Figure F.4. Cybersex Research News. (Continued)

78

www.dailynews.co,iii

เดลินิวส์ ONLINE

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Figure F.5. Cybersex Scoop News.

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Figure F.S. Cybersex Scoop News. (Continued)

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Figure F.5. Cybersex Scoop News. (Continued)

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Thais hit Net for sex

**Nearly 10 per cent of those
questioned in a survey say they
have sex with partners they
meet online, and this has
chocked many people**

**By JAMES EAST
STRAITS TIMES
THAILAND BUREAU**

BANGKOK — Thais love to
gossip on the internet. Now they
are using it for sex too.

Despite being traditionally coy
about their sex lives, a new
survey has indicated that Thai
computer users are using
chatrooms to talk dirty with
complete strangers, and they
then set up dangerous blind
dates which end between the
sheets -- or worse.

Of 400 Thais quizzed in a
website survey about their
Internet Relay Chatroom (IRC)
behaviour, 108 said they had
experienced cybersex, 60 said
they had arranged to meet, while

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**SOUTH-EAST
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- Cambodian refugee
work over, says UN
- Jakarta quells row over
Palestinian envoy
- Ex-chief cop gives cars
and bikes to the force
- President elects to stop

Figure F.6. The Straits Times Interactive Asia.

34 had gone on to have the real thing.

Almost all of those who arranged to meet said sex could be expected as an outcome, with some meeting after fewer than three online chats.

None of those quizzed was over 45 years old, one-quarter were in the 15-19 bracket, while more than half were students.

The results collected by Assumption University student Montira Kiatsirisombat, 24, have not only shocked her, but are viewed by traditionalists as the latest evidence that morals in Thailand are becoming a thing of the past.

""I never thought Thai people would be interested in cybersex, but they play on the Internet alone and away from their families," she said.

For her study, Miss Montira not only posted a website questionnaire, but went online, disguising her true identity in online chatrooms to find out just how far Thai online chatters would go.

""It appears that most people who use this medium are only looking for temporary partners and often move on to another conquest after a real meeting," she said.

The findings proved so shocking that her university dean, Dr

- legal gambling ops
- Son distances himself
- Estrada's accuser is no saint
- Regional file

MALAYSIA

- Camerons losing its charm to development
- Excavator driver wages endless battle against silt
- Non-stop rain wreaks havoc in Penang
- Rights body calls for study on mental illness
- MCA opens *up* pig-virus fund to opposition
- Girl, aged Six, raped and then murdered
- One-third of rivers polluted
- Federal govt "has the right to take Putrajaya'
- PAS leader "will flout ban on speeches'
- Behind the scenes
- Malaysia file

Figure F.6. The Straits Times Interactive Asia. (Continued)

Boonmark Sirinaovakul, who is also a Democrat MP, intends to raise the issue in Parliament.

He is worried not only that chatrooms are ideal places for rapists and murderers to sweet talk their victims into meeting, but that students are being persuaded to experiment sexually, putting them at risk of contracting HIV.

Dr Boonmark said there had been several rape and robbery cases involving those who had met via internet relay chat (IRC).

Last month, a 15-year-old girl was killed after meeting a stranger she had first talked to on a telephone chat line. She was strangled and dumped in a field.

He said: ""The study gave me a big surprise. I did not think it would show significant numbers of those who have cybersex using IRC. They really make appointments and they really have sex, and that worries me."

Educators believe students are turning to the Internet for sexual experiences not only because many Thai parents are too nervous to talk to their children about the ""facts of life", but also because schools have failed to keep up with the MTV-generation lifestyle. They give dry textbook explanations of the subject rather than anything students find relevant.

Figure F.6. The Straits Times Interactive Asia. (Continued)

""We need to teach ethics
together with technology not
only to university students, but
also to primary students," the
Democrat MP said.

Parents, he said, were still
struggling to come to terms with
the sexual behaviour of the
younger generation, particularly
girls who should be virgins
before they marry.

Parents find it difficult to accept
that their children are
experiencing ""free sex".

In northern Chiang Rai, the HIV
Collaboration Centre is not
wasting any time in getting out
its warning about engaging in
these sexual practices.

It is encouraging young people
to realise the risks of Aids after a
study among more than 1,700
vocational students aged 15-21
found that half of the boys and
43 per cent of girls had had sex,
often without using a condom.

_{CIC} **Previous**
Sertk,n **Front Next >**

Figure F.6. The Straits Times Interactive Asia. (Continued)

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